

# Intro to Uma Musume Game Mechanism

*i.e. Intro to horse gambling*

Credit: Palkia498(Discord)



# Before we start:

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- I assume you have finished the tutorial in the game already.
- This guide aims to tell you the mechanism that the game would not tell you without overwhelming you (and yeah, this is a complicated game).
- If you still felt overwhelmed, then only read the underlined section.
- If you want the most comprehensive version, please refer to this:  
[https://docs.google.com/document/d/11X2P7pLuh-k9E7PhRiD20nDX22rNWtCpC1S4IMx\\_8pQ/preview?tab=t.0](https://docs.google.com/document/d/11X2P7pLuh-k9E7PhRiD20nDX22rNWtCpC1S4IMx_8pQ/preview?tab=t.0)  
(This doc is 142-page long so only search for what you need!)
- If you have any questions regarding the game/tutorial, please reach me *Palkia498* through Discord!

# Content

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1. Career
2. Spark/Affinity
3. Racing
4. Shop
5. Champions Meeting
6. Saving/Pulling Strategy





# Career: Stats explained

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- **Speed**: Maximum speed
- **Stamina**: Consumes during the race. Longer race requires more stamina. Trainee will not be able to reach maximum speed during last spurt.
- **Power**: Acceleration ability & ability of mitigate speed reduction during upslope
- **Guts**: Minimum speed once Stamina runs out
- **Int**: chance of triggering skills & chance of moving forward during mid-race

Conclusion: make sure **Stamina** is enough, then maximize **Speed**

Note: only the main effects of the stats is mentioned here; some minor ones are omitted here



# Stamina Requirement



**Stamina** requirement calculation formula:

**Required **Stamina** = Distance/3 + 400 (if within career)**

- Each **Rare** (Gold) **Recovery skill** roughly equals **200 stamina**
- Each **Normal** (White) **Recovery skill** roughly equals **60 stamina**
- Within **career**, the trainee and all NPCs will have a **hidden stats of 400** (in all five stats) apart from the stat they already have.

This explain why Sakura Bakushin O is so easy (as the hidden stamina is already enough to complete her mainly short-distance career goals) while Rice Shower/Tokai Teio/Mejiro McQueen are so difficult to train (which still requires 500+ stamina to complete some of their Long-Distance Races).

Note: This is a wildly inaccurate formula that ignores many factors. It can only help you evaluate during career; for PvP please refer to the **Uma Race Emulator** (English available)



# Career: aptitude explained



|          |                 |               |                 |               |
|----------|-----------------|---------------|-----------------|---------------|
| Track    | Turf <b>A</b>   | Dirt <b>B</b> |                 |               |
| Distance | Sprint <b>E</b> | Mile <b>A</b> | Medium <b>A</b> | Long <b>B</b> |
| Style    | Front <b>F</b>  | Pace <b>A</b> | Late <b>A</b>   | End <b>D</b>  |

Track aptitude affects **Acceleration**:

|      |     |     |     |     |     |     |     |
|------|-----|-----|-----|-----|-----|-----|-----|
| S    | A   | B   | C   | D   | E   | F   | G   |
| 1.05 | 1.0 | 0.9 | 0.8 | 0.7 | 0.5 | 0.3 | 0.1 |

Style aptitude affects **Int** (without affecting chance of triggering skills):

|     |     |      |      |     |     |     |     |
|-----|-----|------|------|-----|-----|-----|-----|
| S   | A   | B    | C    | D   | E   | F   | G   |
| 1.1 | 1.0 | 0.85 | 0.75 | 0.6 | 0.4 | 0.2 | 0.1 |

# Career: aptitude explained



|          |                 |               |                 |               |
|----------|-----------------|---------------|-----------------|---------------|
| Track    | Turf <b>A</b>   | Dirt <b>B</b> |                 |               |
| Distance | Sprint <b>E</b> | Mile <b>A</b> | Medium <b>A</b> | Long <b>B</b> |
| Style    | Front <b>F</b>  | Pace <b>A</b> | Late <b>A</b>   | End <b>D</b>  |

**Distance** aptitude affects **acceleration**...

|     |     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|-----|
| S   | A   | B   | C   | D   | E   | F   | G   |
| 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 0.6 | 0.5 | 0.4 |

**And affects Speed:**

|      |     |     |     |     |     |     |     |
|------|-----|-----|-----|-----|-----|-----|-----|
| S    | A   | B   | C   | D   | E   | F   | G   |
| 1.05 | 1.0 | 0.9 | 0.8 | 0.6 | 0.4 | 0.2 | 0.1 |

**Distance is always important (S if possible).**

**Track don't have to be S, but shouldn't be too low .**

**Style hardly matters.**



# Career: Mood



## Conclusion:

- In the Junior (1<sup>st</sup>) year, use "recreation "when your training is really bad
- In classical (2<sup>nd</sup>)/senior year (3<sup>rd</sup>) year, make sure the mood always stays Great.

| Mood Effect       |   |
|-------------------|---|
| Current → ↑ GREAT | Increases training results by 20%.<br>Increases attributes while running by 4%. |
| ↗ GOOD            | Increases training results by 10%.<br>Increases attributes while running by 2%. |
| → NORMAL          | No change to training results. No change to attributes while running.           |
| ↘ BAD             | Lowers training results by 10%.<br>Lowers attributes while running by 2%.       |
| ↓ AWFUL           | Lowers training results by 20%.<br>Lowers attributes while running by 4%.       |
| Close             |   |





# Career: Skill Triggering Probability



Conclusion: 300 Int (70%) is enough, 400 Int (77.5%) is safer, more is better but has diminishing marginal returns (and might not be possible for now).

If you want the details:

- Probability =  $100 - (9000 / \text{Int})\%$
- This means even with 1200 Int there is still a 7.5% not triggering the skill.





**Before each race, all the skills will receive a check based on Int; if the check is passed AND the condition is met during the race, the skill will be triggered.**



# Career: Which skill should I choose?



Conclusion: choose the skill with simple triggering condition  
(for Team Trial) and useful. For instance:

|   |  |               |
|---|--|---------------|
|    | <b>Iron Will</b><br>Recover endurance when the way ahead is jammed early-race.                       | Skill Pts 160 |
|    | <b>On Your Left!</b><br>Increase acceleration late-race. (Late Surger)                               | Skill Pts 180 |
|  | <b>Medium Corners</b> ○<br>Slightly increase velocity on a corner. (Medium)                          | Skill Pts 100 |
|  | <b>Pace Chaser Savvy</b> ○<br>Moderately increase ability to get into a good position. (Pace Chaser) | Skill Pts 110 |

This is a **bad** one because being "jammed" is extremely rare. Avoid any skill with similar descriptions.

This is a **great** one because it can be triggered as long as the trainee is a late surger, and everyone need acceleration in late-race so it is also useful.

This is a **good** one because it can be triggered as long as the trainee is in a Medium Distance Race, and almost all race has a corner at least.

This is a **good** one because it can be triggered as long as the trainee is in a Pace Chaser. A green skill adds 40 (60 for the upgraded one) of the respective stat to the trainee.

# Career: Recreation



- There are **three** possible outcome for recreation
  - Go for a walk (Mood +1, Energy +10)
  - Karaoke (Mood +2)
  - Go to the shrine (Mood+1, Energy +10/20/30)
- **Going to the shrine may remove one of the debuff trainee has**
  - So when trainee does not have Great Mood and one debuff, instead of going to infirmary, you can try recreation first. if you are lucky enough to cure the debuff, you don't have to spend another turn in infirmary.
- Recreation during the first 8 turns (January-April) of the 2<sup>nd</sup> & 3<sup>rd</sup> year has a higher chance of playing claw machine.
- **Look closely before playing claw machine:**



Did you notice the one on the right has more sparks?  
That means there is more cuties attached to it below!

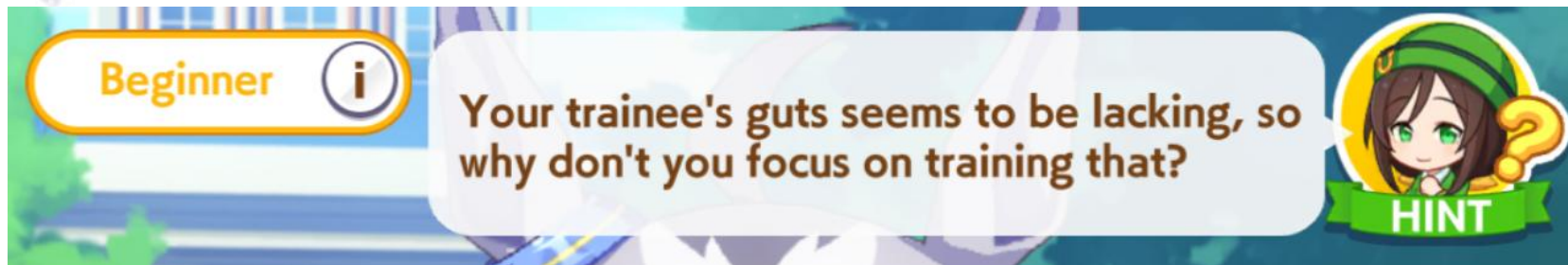




# Career: Small Tips



## • DO NOT TRUST ANYTHING SHE SAID:



Guts is totally useless (for now).



And I still WON!





# Career: Small Tips



There are three checkpoints to upgrade trainee's unique skill:

- Senior Year Early February (Valentine's day): 60k fans reached
- Senior Year Early April (Fan Fest): 70k fans reached & at least 60 in Director's Friendship Gauge
- Senior Year Late December (Holiday Season): 120k fans reached



When this bar turns green, you are all good!  
Remember to check before it at the beginning of senior year!



# Career: Events (Extra Training)



Conclusion: Usually choose energy, unless you are already in the senior year but still don't have enough friendship gauge with Director!



Note: complete a goal also increase friendship with Director by 4, so don't waste your training opportunity just for this.

➡ +5 Stat, -5 energy, +5 friendship with Director

➡ Energy +5



# Career: Events (New Year)

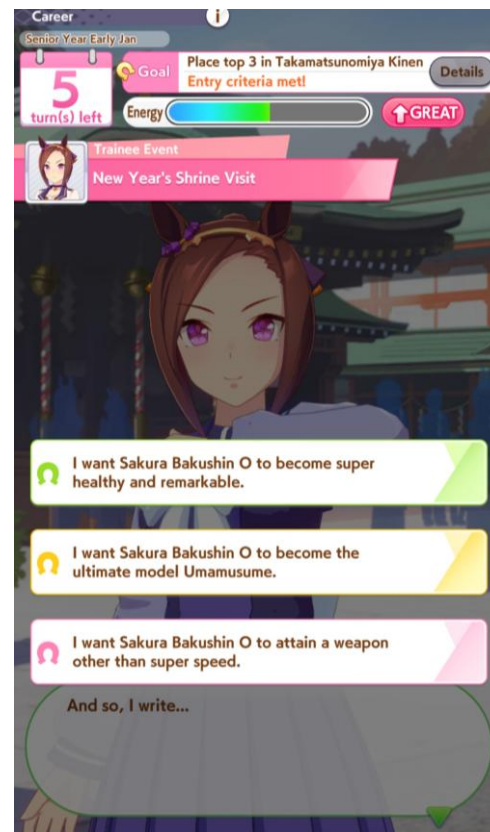


Conclusion: Don't leave your energy full at the end of a year; the new year event can bring you some!



Classical year

- Some stats
- Energy +20
- Skill point +20



Senior year

- Energy +30
- Few stats
- Skill point +30

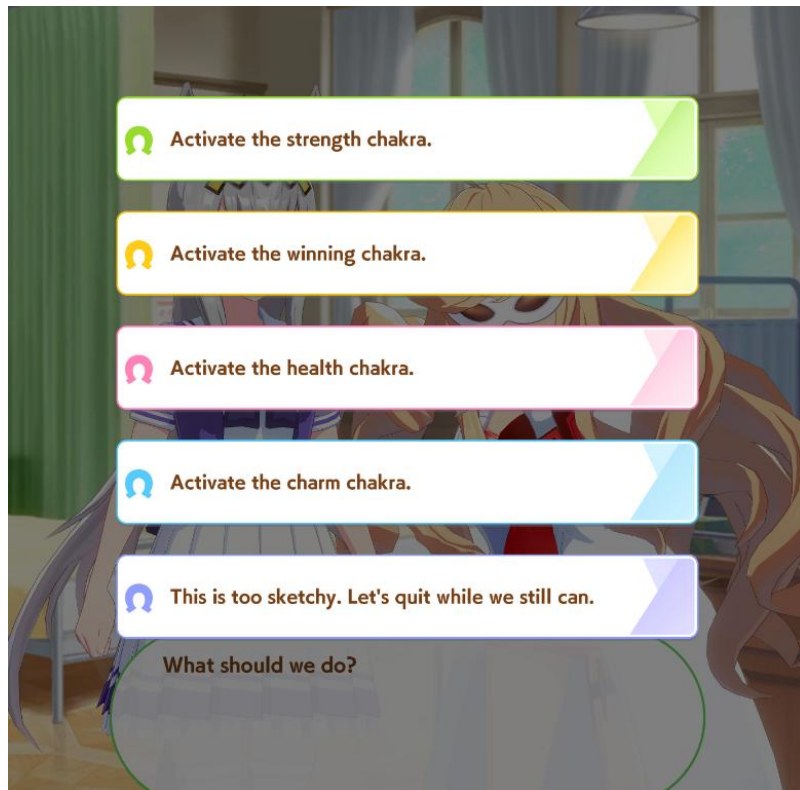




# Career: Events (Acupuncturist)



Conclusion: Choose 4<sup>th</sup> when you still need to increase the friendship with support card (usually in 1<sup>st</sup> year); otherwise choose 5<sup>th</sup>



→ 20% success

Success: all stats +20

Fail: all stats -15, Mood decrease to bad, gain *Night Owl*

→ 40% success

Success: Corner Recovery hint +1, Straightaway Recovery hint +1

Fail: Energy -20, Mood -2,

→ 60% success

Success: energy +40, energy maximum +12, **remove all debuff**

Fail: Energy -20, Mood -1, gain *Practice Poor*

→ 80% success

Success: energy +20, Gain **charming**

Fail: Energy -10, Mood -1

→ +10 energy





# Career: Events (Over-eating)



Conclusion: Depends on how much energy you have.

But since you are playing this game already, why not take the risk and *WIN BIG?*



Energy +10, skill pt +5

Energy +30, skill pt +10

Small chance of getting *Slow Metabolism*  
(cannot increase speed through training)



# Sparks/affinity



*(This is an extremely complicated mechanism so I only include the basics here)*

Conclusion: The ideal spark combination will be:

3-star blue speed/Power/Stamina sparks + 2-3 star red Distance sparks + a useful unique skill green spark + as many white sparks as possible.

- **Blue Sparks:** Increase stats
  - 1-star +5, 2-star +12, 3-star +21
- **Red Distance sparks :** Increase Aptitude
  - To increase X level of an aptitude,  $(X-1)*3+1$  Red stars is needed
  - The maximum of any aptitude can only be A before career start; it can be upgraded to S during inheritance in Career.
- **Green Spark & White Sparks:** give hint level of skills
  - Each star gives one level of discount; the maximum is level 5 (40% discount)
- A higher **affinity** increase the chance of inheriting sparks during career.



# Sparks/affinity

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**Affinity is calculated through two parts:**

1. how many G1 races did the both legacy +all sub-legacies won
2. Fixed affinity between the trainee and the legacy/sub-legacy, which Cygames designated in the game due to IRL horse history & game lore reasons

Conclusion: **We want the Legacy trainee to have higher affinity. For that we need to let the legacy trainee to win as many G1 races as possible.**

Please refer to the [Affinity calculator](#); you will understand it once you try it out.





# Racing



*(This is an extremely complicated mechanism so I only include the basics here)*

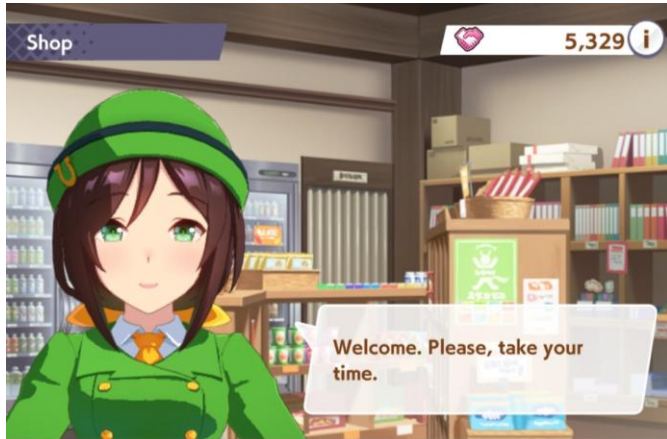
Each Race has four parts:

- Early-Race: 1st sixth of the race.
  - Trainee will try to **accelerate to the *target speed***, a set speed defined only by the length of the race and her racing style (Front has higher speed in early stage but lowest in late-race; End has the exact opposite), **regardless how much speed the trainee has**.
- Mid-Race: 2nd to 4th sixth of the race.
  - Trainee will **maintain at the target speed**.
  - Acceleration is useless in this stage as trainee will maintain at the target speed.
  - **Speed skills** take effect in by **temporary increase *target speed***, once done it will fall back to normal.
- Late-Race: 5th sixth of the race.
  - **Trainee starts to accelerate** (defined by **power**) to the ***new target speed*** (which now takes the **speed** stat into consideration)
  - If the remaining **Stamina** is not enough, trainee will have to lower the ***new target speed*** in Late-Race.
- Last Spurt: 6th sixth of the race.
  - Basically the second half of the late race; but some skills can only be trigger during this phase.





# Shops: friendship points

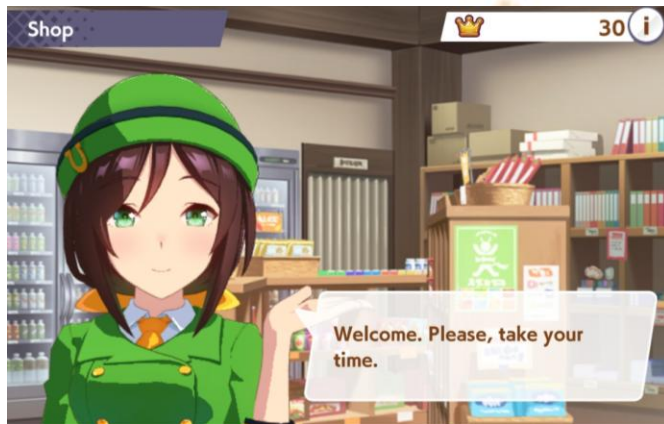


Nothing useless now, but:

- There will be a Gold Ship event which you can exchange for Gold Ship Star Piece so you can upgrade her to 3-star. (And she is super useful!)
- KEEP HARU URARA. She will become a T0 support card after the 1<sup>st</sup> anniversary, and no other support card could replace it.
- If you run out of follow slot, then exchange for some.



# Shops: club points



- More copies of the main story support card can be unlocked here. Each card has 4 copies to sell, but the cost will go up (100-900-2000-3000).
- **Stamina Mejiro McQueen** is quite good if you do not have other stamina card. **Stamina Rice shower** can be useful in some unique way, but not important for now.
- As more main story is unlocked, some other useful support cards will be unlocked. So save!
- The star pieces will rotate each month. Here is a list of future offers (recommended ones will be highlighted)

|      |                      |      |                     |
|------|----------------------|------|---------------------|
| Aug. | Agnes Tachyon        | Jan. | Super Creek         |
| Sep. | <u>Daiwa Scarlet</u> | Feb. | <u>Vodka</u>        |
| Oct. | <u>Grass Wonder</u>  | Mar. | Matikane Fukukitaru |
| Nov. | Nice Nature          | Apr. | Haru Urara          |
| Dec. | Air Groove           | May. | Sakura Bakushin O   |

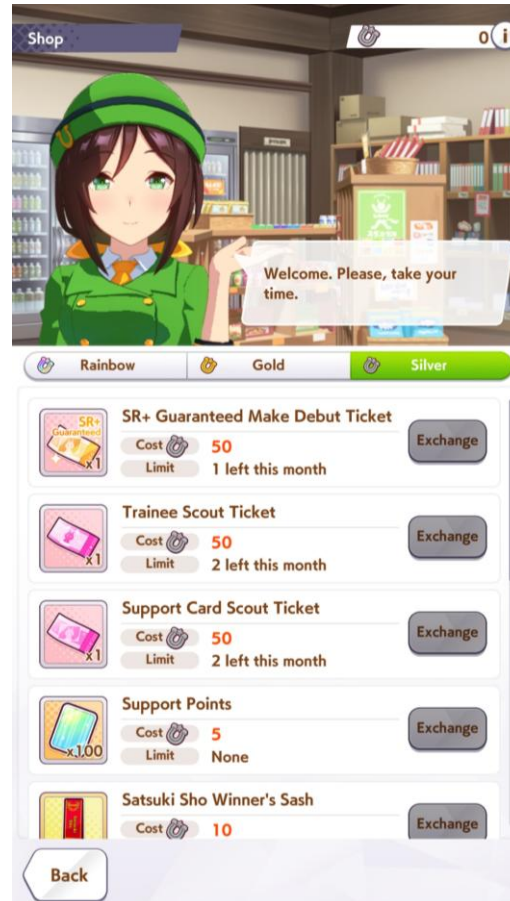




# Shops: Cleat



When you have more than 1 copy of a support card, you can exchange them for cleat in Storage.

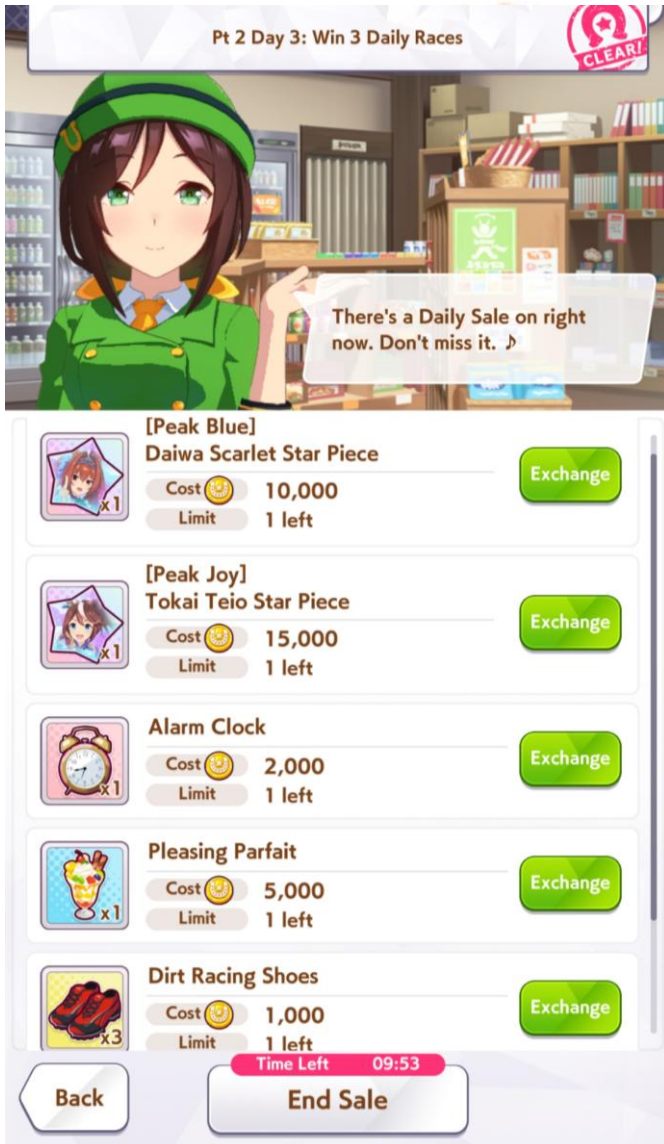


Remember to exchange for the trainee ticket & support card ticket every month. They are basically free pulls.

However, even if you spend 10 tickets together, there will not be any guaranteed SR /2-star.



# Shops: Daily Shop



- Conclusion: Only collect Alarm Clock & 1-star/2-star trainee pieces for now! Do not purchase 3-star trainee pieces!
- This is the only stable way of getting alarm clocks.
- You need star pieces to upgrade your 1-star/2-star trainee to 3-star. Once you did that you no longer need to buy them.
- 3-star pieces are too expensive to buy.
- End sale once you are done; you want the next one to open as soon as possible!
- Remember: You need a LOT of money soon, so please not waste any here!





**ウマ娘 プリティーダービー**

A chibi-style illustration of a girl with brown hair and large yellow eyes, wearing a pink and white outfit with a large pink bow.

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# Champions Meeting



- In Champions Meeting, the right acceleration skill is the key to win.
  - Since it is PvP, everybody will bring out the best trainee they have. That means everybody may have the same maximum speed (as **Speed** is capped at 1200).
  - In this case, whoever accelerate to the maximum speed first has the biggest chance to win.

Terrains:  
■ Turf

Phases:  
■ Opening Leg  
■ Middle Leg  
■ Final Leg  
■ Last Spurt

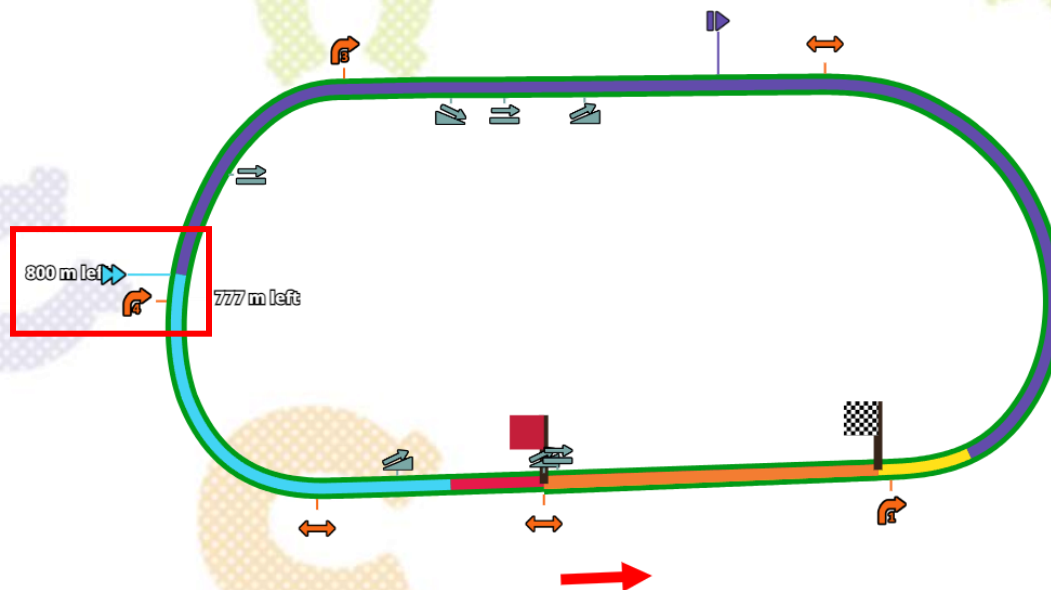
Overlaps:  
■ Op/Spurt

Segments:  
↔ Straight  
↻ Corner

Slopes:  
▲ Uphill  
▼ Downhill  
= Neither

Others:  
▶ Pos. Keep Ends  
▶ Spurt Starts

Tokyo 2400 m



GAMETORA

In this case (Japan Cup race, also the race for first Champions Meeting), the final phase start **right before the start of 4<sup>th</sup> corner**, also the **last corner** in this race.

This makes Maruzensky's unique skill the best acceleration skill. Trainee can learn it by inheriting from her.



Red Shift/LP1211-M

Lvl 1

Increase acceleration by shifting gears when positioned toward the front on the final corner or later.





# Saving/Pulling strategy



The best choice:

- Save all the carats for [Speed Kitan Black](#) (for at least 4 copy of them)
  - If you get them: Great. This card will be unreplaceable until 2.5 anniversary.
  - If you did not get them: That will be tricky. Basically, your friends support card will always have to be this card until this card pool is open again 5 months later.
  - You need at least Lv. 45 of this card to make it useful. Lv. 40 is not even close.
- Then save everything until the half anniversary, when the new training scenario is about to open. (Usually, the pool open together with the new training scenario is crucial if you want to play it. Always keep that in mind.)
- To get 4 copies of a SSR in a double SSR pool, 400 pulls will be a safe bet (but for Speed Kitan Black nobody could save that much by then tbh)





# Saving/Pulling strategy



But if you want to pull some trainees in the next half year:

| MUST HAVE                                      |      |
|--|------|
| Very powerful in Champions Meeting& Team Trial |      |
| Good supplement to Team Trial                  |      |
| Somewhat useful but definitely not necessary   | <br> |
| Totally Useless                                |      |

Support card pulling is not recommended as it too costly. Usually, an SSR requires 4-5 copies to be good to use(with some exception), and usually takes 400 pulls (60k carats) to get them. Except for [Speed Kitan Black](#), nothing is really worth pulling until the approaching of half anniversary.

Note: this raking is purely based on usefulness, mainly in PvP. If you really want someone, go for it (but remember the hard pity is 200 pulls).



Enjoy your game!

